

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

13

Level

Althaea Ripace

Unaligned female Eladrin Warlord (Marshal)

27 Age 5' 11" Height 150 lb. Weight Medium Size Corellon Deity

39000

Total XP 47000

Defenses

| | | | |
|-----------|-----------|-----------|-----------|
| 26 | 28 | 25 | 25 |
| AC | FORT | REF | WILL |

Conditional Bonuses

Hit Points

| | | |
|---------------------------------|-----------|---------|
| Max HP (Bloodied 41) | 83 | Temp HP |
|---------------------------------|-----------|---------|

Current Hit Points

Healing Surges

| | | |
|-------------|------------|--|
| Surge Value | Surges/Day | |
| 21 | 7 | |

Current Conditions:

Combat Statistics and Senses

| | |
|-------------------|-----------|
| Initiative | 11 |
|-------------------|-----------|

Conditional Modifiers:

| | |
|--------------|----------|
| Speed | 6 |
|--------------|----------|

| | |
|------------------------|-----------|
| Passive Insight | 17 |
|------------------------|-----------|

| | |
|---------------------------|-----------|
| Passive Perception | 22 |
|---------------------------|-----------|

Special Senses: Low-light

Action Points

| Action Points | Milestones | Action Points |
|----------------------|------------|---------------|
| <input type="text"/> | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

Saving Throw Mods

0

+5 Saving Throws against charm effects

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Dynamic Greatspear +2

| | |
|-----------------|---------------|
| 18 | 1d10+9 |
| Strength vs. AC | Damage |

Ranged

Duelist's Bow Longbow +3

| | |
|------------------|----------------|
| 18 | 1d10+10 |
| Dexterity vs. AC | Damage |

Languages

Common, Elven

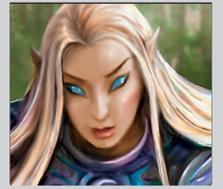


Abilities

| Ability | Score | Check |
|------------------|-----------|-------|
| STR Strength | 21 | 11 |
| CON Constitution | 11 | 6 |
| DEX Dexterity | 11 | 6 |
| INT Intelligence | 19 | 10 |
| WIS Wisdom | 9 | 5 |
| CHA Charisma | 14 | 8 |

Skills

| | | |
|---------------|--------------|-------------|
| Acrobatics | Dexterity | 6 |
| Arcana | Intelligence | 12 |
| Athletics | Strength | 15 ✓ |
| Bluff | Charisma | 8 |
| Diplomacy | Charisma | 15 ✓ |
| Dungeoneering | Wisdom | 5 |
| Endurance | Constitution | 5 |
| Heal | Wisdom | 5 |
| History | Intelligence | 17 ✓ |
| Insight | Wisdom | 7 |
| Intimidate | Charisma | 15 ✓ |
| Nature | Wisdom | 7 |
| Perception | Wisdom | 12 ✓ |
| Religion | Intelligence | 10 |
| Stealth | Dexterity | 5 |
| Streetwise | Charisma | 8 |
| Thievery | Dexterity | 5 |



Player Name _____ **Althaea Ripace** _____
 Character Name

Character Details

Background

Eladrin - Noble Birth

Theme

Noble

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Casque of Tactics (heroic tier)

Neck

Cloak of Distortion +3

Arms

Bracers of Archery (heroic tier)

Hands

Hedge Wizard's Gloves

Rings

Rings

Off Hand

Main Hand

Duelist's Bow Longbow +3

Waist

Belt of Vigor (heroic tier)

Armor

Winged Earthhide Armor +3

Feet

Acrobat Boots

Tattoo

Ki Focus

Other Equipment

Eternal Chalk
 Reading Spectacles
 Bag of Holding
 Chime of Awakening
 Restful Bedroll
 Potion of Mimicry (heroic tier) (5)
 Elixir of Speed (3)
 Elixir of Invisibility (heroic tier)
 Adventurer's Kit
 Climber's Kit
 Crowbar
 Arrows (210)
 Firestorm Arrow +1 (10)
 Lightning Arrow +1 (10)
 Dynamic Greatspear +2

Total Weight (lbs.) **107**

Carrying Capacity (lbs.)

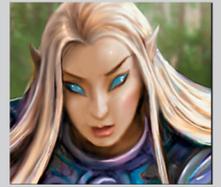
Treasure
 13 pp; 49 gp
 0 gp banked

Normal **210**

Heavy **420**

Max **1050**

Althaea Ripace



Player Name

Character Name

Racial Features

Eladrin Education

Training in any one additional skill.

Eladrin Weapon Proficiency

Proficient with longsword.

Eladrin Will

+1 Will; +5 to saving throws against charm.

Fey Origin

Your origin is fey, not natural

Fey Step

Use fey step as an encounter power.

Trance

Meditate aware 4 hours instead of sleep.

Class/Other Features

Archer Warlord

Combat Leader

You, and allies within 10 that see and hear you, gain +2 to initiative.

Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

Noble Starting Feature

Gain the Noble Presence power.

Skirmishing Presence

Ally can use free action to shift your Int or Wis modifier in squares before or after making action point attack

Noble Level 5 Feature

Gain one common armor, weapon, or neck item level 6 or lower

Noble Level 10 Feature

Gain +2 power bonus to Diplomacy and Insight

Know Your Strength

Seize the Day

Feats

Mark of Healing

Grant saving throw to ally you heal, perform restoration rituals

Harrowing Swarm Student

Eladrin Soldier

+2 damage and proficiency with longswords and spears

Tactical Inspiration

Add Int modifier to inspiring word hp restored

Adamant Arrow Student

Augment at-will powers

Harrowing Swarm Captain

Fight On

Gain one additional use of inspiring word as encounter power

Combat Commander

Bonus to Combat Leader equals Cha or Int modifier

Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

Master at Arms

+1/2/3 (by tier) to weapon attack rolls. Minor action: sheathe one weapon and draw one weapon

Althaea Ripace

Level 13 Eladrin Warlord (Marshal)

| | SCORE | ABILITY | MOD | |
|-------------|------------|------------|-----------|-------------|
| HP | 83 | STR | 5 | AC |
| | | CON | 0 | 26 |
| Spd | 6 | DEX | 0 | Fort |
| | | INT | 4 | 28 |
| Init | +11 | WIS | -1 | Ref |
| | | CHA | 2 | 25 |
| | | | | Will |
| | | | | 25 |

17 Passive Insight

22 Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | 6 |
| Arcana | Intelligence | 12 |
| Athletics | Strength | • 15 |
| Bluff | Charisma | 8 |
| Diplomacy | Charisma | • 15 |
| Dungeoneering | Wisdom | 5 |
| Endurance | Constitution | 5 |
| Heal | Wisdom | 5 |
| History | Intelligence | • 17 |
| Insight | Wisdom | 7 |
| Intimidate | Charisma | • 15 |
| Nature | Wisdom | 7 |
| Perception | Wisdom | • 12 |
| Religion | Intelligence | 10 |
| Stealth | Dexterity | 5 |
| Streetwise | Charisma | 8 |
| Thievery | Dexterity | 5 |

• indicates a trained skill.

Action Point

Base action points: 1

Seize the Day: When you spend an action point to attack and you roll an odd number on the first attack roll, you gain temporary hit points equal to 5 + one-half your level. If you roll an even number on the first attack roll, each ally within 5 squares of you gains temporary hit points equal to one-half your level.



Effect: Gain a standard action this turn.
Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Player Name:

Melee Basic Attack

At-Will ♦ Standard Action

Dynamic Greatspear +2: +18 vs. AC, 1d10+9 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Level 21: 2[W] + Str modifier (+5) damage.

Additional Effects

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 1d10+10 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

Basic Attack

Direct the Strike

At-Will ♦ Standard Action

Ranged 5 **Target:** One ally

You direct an ally to attack as an enemy lowers its guard.

Keyword: Martial

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Additional Effects

Warlord Attack 1

Paint the Bulls-Eye

At-Will ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 1d10+5 damage

Ranged weapon **Target:** One creature

You fire a red-fletched missile into your foe, creating a target for your allies to focus on when attacking the creature.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] damage. Until the start of your next turn, your allies gain a power bonus to damage rolls against the target equal to your Int modifier (+4) or Wis modifier (-1).

Additional Effects

Warlord Attack 1

Deadly Distraction

Encounter ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 2d10+10 damage

Melee or Ranged weapon **Target:** One creature

You strike your foe hard, delivering a wound that keeps your enemy distracted while you and your allies retreat.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage. Until the end of your next turn, you and each ally adjacent to the target do not provoke opportunity attacks from it.

Additional Effects

Warlord Attack 3

Used

On My Mark

Encounter ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 1d10+10 damage

Melee or Ranged weapon **Target:** One creature

You catch the eye of your comrade and nod toward a foe. Together, you and the ally then strike.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+5) damage.

Effect: Choose one ally you can see to make a basic attack against the target as a free action. If your attack hit the target, the ally gains a power bonus to his or her attack roll equal to your Int modifier (+4) or Wis modifier (-1).

Skirmishing Presence: Before the attack, the chosen ally shifts 3 squares as a free action.

Additional Effects

Warlord Attack 7

Used

Lady Luck Smiles

Encounter ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 2d10+10 damage

Melee or Ranged weapon **Target:** One creature

You're a good luck charm to your allies, attracting the blessing of Lady Luck in everything you do.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage. Until the end of your next turn, whenever an ally within 5 squares of you makes a melee or a ranged attack roll, he or she can roll twice and use either result.

Additional Effects

Captain of Fortune Attack 11

Used

Death from Two Sides

Encounter ♦ Standard Action

Melee weapon **Target:** One creature

You and your ally move into a tactically sound position and attack your foe with a coordinated assault.

Keyword: Martial

Effect: You and one ally make a melee basic attack against the target. If both attacks hit, your ally's attack is a critical hit.

Additional Effects

Warlord Attack 13

Used

Create a Target

Daily ♦ Standard Action

Dynamic Greatspear +2: +18 vs. AC, 2d10+9 damage

Melee weapon **Target:** One creature

You swing at your foe, shoving it into the line of fire. The creature then continues to stagger around, disoriented and vulnerable.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage, and you push the target a number of squares equal to your Int modifier (+4). Whenever a pull, a push, or a slide forces the target to move, one of your allies can make a basic attack against the target as an opportunity action (save ends).

Miss: Half damage, and you push the target 1 square.

Additional Effects

Warlord Attack 1

Used

Create Opportunity

Daily ♦ Standard Action

Duelist's Bow Longbow +3: +18 vs. AC, 2d10+10 damage

Ranged weapon **Target:** One creature

Your precisely timed shots disrupt your foe's concentration, buying time for an ally to act.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 2[W] + Str modifier (+5) damage.

Effect: Until the end of the encounter, whenever you hit the target with a ranged attack, one ally adjacent to it can either make a melee basic attack against it as a free action or shift a number of squares equal to your Int modifier (+4) or Wis modifier (-1) as a free action.

Additional Effects

Warlord Attack 5

Used

Warlord's Recovery

Daily ♦ Standard Action

Close burst 5 **Target:** One ally in the burst

You point out an opportunity perfect for an ally's attacks, renewing your own determination to end this fight.

Keyword: Martial

Effect: As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

Additional Effects

Warlord Attack 9

Used

Inspiring Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level) **Target:** You or one ally in the burst level)

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Keywords: Healing, Martial

Effect: The target can spend a healing surge and regain 1d6 additional hit points.
Level 11: 3d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

Warlord Feature

Used

Mage Hand

At-Will ♦ Minor Action

Ranged 5

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Keywords: Arcane, Conjuration

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

Sustain Minor: The hand persists until the end of your next turn.

Additional Effects

Wizard Utility

Prestidigitation

At-Will ♦ Standard Action

Ranged 2

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Keyword: Arcane

Effect: Use this cantrip to accomplish one of the effects given below:

- ? Change the color of items in 1 cubic foot.
- ? Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ? Clean or soil items in 1 cubic foot.
- ? Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ? Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ? Make a small mark or symbol appear on a surface for up to 1 hour.
- ? Produce out of nothingness a small item or image that exists until the end of your next turn.
- ? Make a small, handheld item invisible until the end of your next turn.

Special: You can have as many as three prestidigitations effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Additional Effects

Wizard Utility

Fey Step

Encounter ♦ Move Action

Personal

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Keyword: Teleportation

Effect: Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

Noble Presence

Encounter ♦ Move Action

Close burst 3 **Target:** One or two allies in the burst

You encourage your allies to improve their positions and stand firm against the foe.

Keyword: Martial

Effect: Each target can shift up to 2 squares as a free action, and each target gains a +2 power bonus to all defenses until the end of your next turn.

Additional Effects

Noble Utility

Used

Knight's Move

Encounter ♦ Move Action

Ranged 10 **Target:** One ally

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

Keyword: Martial

Effect: The target can take a move action as a free action.

Additional Effects

Warlord Utility 2

Used

Favored Fortune

Encounter ♦ Immediate Interrupt

Close burst 5 **Target:** The triggering character in the burst

You believe in luck, but you also believe in seizing opportunities when they come.

Keyword: Martial

Trigger: You or an ally within 5 squares of you makes a damage roll

Effect: The target rerolls the damage roll and can use either result.

Additional Effects

Captain of Fortune Utility 12

Used

Stirring Speech

Daily ♦ Standard Action

Close burst 5 **Target:** Each ally who can hear you in the burst

Reciting your allies' great deeds and talents, you fill them with the confidence they need to win a battle ahead.

Requirement: You must be taking a short rest.

Effect: Until the end of the next encounter, each target gains a +1 bonus to attack rolls and saving throws while not bloodied.

Prerequisite: You must be trained in Diplomacy.

Additional Effects

Diplomacy Utility 6

Used

Strength of Conviction

Daily ♦ Minor Action

Unarmed: **Close** burst 5 **Target:** Each ally in the burst

You create an area of calm even as violence rages around you.

Keywords: Healing, Martial

Effect: Each target can spend a healing surge. Until the end of the encounter, your healing powers restore the maximum number of hit points possible.

Additional Effects

Warlord Utility 10

Used

Cloak of Distortion +3

Neck Slot Item ♦ Level 14

Enhancement: +3 Fortitude, Reflex, and Will

Properties

You gain an item bonus to all defenses against ranged attacks from more than 5 squares away equal to this item's enhancement bonus.

Winged Earthhide Armor +3

Armor ♦ Level 13

Armor Bonus: 3
Check: -1
Special: +1 Fortitude
Enhancement: +3 AC

Properties

You gain an item bonus to Athletics checks to jump equal to the armor's enhancement bonus.

Power ♦ Daily (Move Action)

You fly your speed. You must begin and end this move on a solid surface. You also gain a +2 power bonus to all defenses until the end of your next turn.

Eternal Chalk

Wondrous Item ♦ Level 1

Properties

A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of eternal chalk can be created in any color.

Belt of Vigor (heroic tier)

Waist Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to your healing surge value.

Bracers of Archery (heroic...)

Arms Slot Item ♦ Level 6

Properties

Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Power ♦ Daily (Minor Action)

Ignore cover on your next attack this turn when using a bow or crossbow.

Casque of Tactics (heroic tier)

Head Slot Item ♦ Level 4

Properties

Gain +1 item bonus to initiative checks.

Power ♦ Daily (Free Action)

Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.

Duelist's Bow Longbow +3

Weapon ♦ Level 12

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +3 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.

Restful Bedroll

Wondrous Item ♦ Level 1

Properties

Whenever you complete an extended rest in the restful bedroll, you gain 1d8 temporary hit points.

Potion of Mimicry (heroic tier)

Consumable ♦ Level 7

Power (Illusion) ♦ Consumable (Minor Action)

Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, you alter your appearance through illusion, appearing as a specific humanoid creature within your line of sight. You also gain the creature's attire, mannerisms, voice, and speech patterns. This effect lasts for 5 minutes or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.

Hedge Wizard's Gloves

Hands Slot Item ♦ Level 4

Power (Arcane, Conjuration) ♦ (Standard Action)

As the wizard's mage hand power.

Power (Arcane) ♦ (Standard Action)

As the wizard's prestidigitation power.

Elixir of Invisibility (heroic...)

Consumable ♦ Level 6

Utility Power (Illusion) ♦ Consumable (Minor Action)

Effect: You drink the elixir and become invisible until the end of your next turn or until you attack.

Acrobat Boots

Feet Slot Item ♦ Level 2

Properties

You gain a +1 item bonus to Acrobatics checks.

Power ♦ At-Will (Minor Action)

You stand up from prone.

Elixir of Speed

Consumable ♦ Level 11

Power ♦ Consumable (Minor Action)

Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Firestorm Arrow +1

Ammunition ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Properties

When you hit an enemy using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage per plus.

Lightning Arrow +1

Ammunition ♦ Level 3

Enhancement: +1 attack rolls and damage rolls

Properties

When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus.

Reading Spectacles

Head Slot Item ♦ Level 2

Properties

You can read any language (the spectacles do not grant the ability to speak or write a language).

Dynamic Greatspear +2

Weapon ♦ Level 6

Damage: 1d10

Proficiency Bonus: 3

Properties: Reach

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Polymorph) ♦ **Encounter** (Minor Action)

Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

Chime of Awakening

Wondrous Item ♦ Level 4

Power ♦ Daily (Standard Action)

You set the chime of awakening to ring when a specific trigger occurs within 10 squares of it. Example triggers include the presence of anyone other than you and your allies, the light of the sun touching the area, or the appearance of a specific character or type of creature.

The chime rings in the minds of you and all allies within 10 squares of it. You and affected allies are instantly awoken (if asleep) and alert.

The chime of awakening can be fooled by creatures in disguise. It makes active Perception checks with a +10 modifier.

Bag of Holding

Wondrous Item ♦ Level 5

Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.